



# Turning

by Dylan Nix

*Three doses left before the  
reaction is uncontrollable...  
What will we do then?*

You (and maybe 1-2 of your cohorts) are part of a failed experiment studying rapid mutation. You've escaped with enough antidote to stave off the effects three times. Each dose lasts about 3 minutes. Your goal can be anything, from trying to find a cure to reuniting with your family before the effects take over.

Set a timer for each player:

- Player 1: 3 minutes
- Player 2: 5 minutes
- Player 3: 6 minutes

When a timer goes off, the mutation starts to take hold. If you wish to take an antidote, reduce the number of antidotes by 1 and reset the timer to one of the following, based on a d6 roll:

- 1-2: 2 minutes
- 3-4: 3 minutes
- 5-6: 4 minutes

If you don't wish to or can't take antidote, roll a d6 and add detail as appropriate:

- 1-2: Detrimental effect or death
- 3-5: Crippling pain and abnormal growth
- 6: Beneficial enhancement

If conflict arises, roll a d6 for each side; the highest wins. Play to find out what happens until everyone has met an unfortunate end or achieved their goals.